Goosebumps Jewel Case - Part no.92255 Outside Front Cover coming from Butler Shine & Stern in California.

Font issues. I have enclosed two files 92255_b.pm6 is the new file that I have made all gillsans fonts bold. (yes, even though it says it's already bold on the box and I don't see a difference when I use it.) See if this solves the problem. The other file is 92255.pm6 and it has no bold forced on gillsans.

I enclosed the pc versions of the Spooky and Gillsans font this time.

ZapfDingbats are used for shadow boxes on page 23. (Changed from Wingdings per Liz).

Color Issues: The color is correct on proof sheet. As with the proof sheet still match orange lettering to pms 130c and green lettering on headers and Goosebumps logo tif's to pms 802c

JoAnne Williams, Microsoft
wk (206)882-8080 x24268 / hm 206)702-9146
a-joannw@microsoft.com

© 1996 DreamWorks Interactive LLC. All right reserved.

© 1996 Scholastic. All rights reserved.

SCHOLASTIC, SCHOLASTIC PRODUCTIONS, and associated logos are trademarks and/or registered trademarks of Scholastic Inc. in the United States and other countries.

© 1994, 1996 Parachute Press Inc. All rights reserved. Based on the GOOSEBUMPS book series by R. L. Stine published by Scholastic in the United States and other countries.

GOOSEBUMPS and associated logos are trademarks and/or registered trademarks of Parachute Press, Inc. in the United States and other countries.

Microsoft, Windows, and Windows 95 are either trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries.

Welcome to ...
R. L. Stine
Goosebumps™
Escape from HorrorLand™!
We're delighted to see such tasty victims—I mean players. Explore and try to survive the rides of your life (or death)! Throughout HorrorLand you'll find ghoulish surprises as you help Lizzy and her family.

Goosebumps ™ background

Is the game like the book?

If you've read R.L. Stine's Goosebumps book "One Day at HorrorLand" you already know a little about HorrorLand. In this game, the moon is full and it's a year later. Lizzy, Luke, Clay, and Lizzy's parents are back in HorrorLand. You'll recognize a lot of the rides and sights from the book, but this time leaving won't be quite so easy. Lizzy needs your help.

In *Escape from HorrorLand*™, you'll be asking yourself, "Is this just a game—or is it real?" The reality is that *you* need to find everybody and get out. You're on your own, but you're not alone.

Heh, heh, heh...

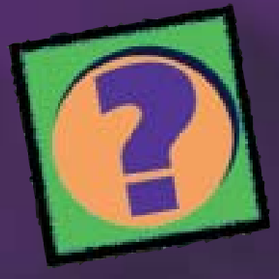
Setting up Goosebumps™ *Escape from HorrorLand*™

If this is the first time you've used *Escape from HorrorLand*™, you need to set up the game on your computer. Here's how:

1. **Turn on your computer and start Microsoft Windows.**

2. **Place the *Escape from HorrorLand*™ disc in the disc caddy (if needed), and then insert it into the CD-ROM drive.**

3. **The *Escape from HorrorLand*™ Setup program starts automatically. Just follow the instructions on your screen.**
   If your computer doesn't support AutoPlay, double-click My Computer, double-click your CD-Rom drive, double-click Setup.exe, and then follow the instructions on your screen.



If you have problems during Setup, please see the Readme.txt file on the *Escape from HorrorLand*™ disc for troubleshooting information.

Starting

If you've just finished setting up the program:

1. Click the Start button.
2. Point to Programs, point to DreamWorks, and then click *Escape from HorrorLand™*.
3. Click the Play button.

Quitting

Too timid to try? If you don't want to play right away, just press the ESC key or the END key and then click Quit.

Your first visit to HorrorLand

What do I do?

Your goal is to find Lizzy, Clay, Luke, and their parents and leave HorrorLand once and for all.

How do I do that?

Explore, be smart, and try to stay calm—it won't be easy! Hints and clues are scattered throughout the park. You'll need to decide how you can best use them to assist your escape.

There are also items that you can gather as you look for Lizzy's family and Clay in the park. These objects will come in handy along the way.

Ready to play?

Are the lights dimmed? Is the moon full and are the dogs howling? Well, then it's a perfect time to play *Escape from HorrorLand*™.

Wandering around in HorrorLand

To move through the park, use the hand on your screen.

You can see around you by moving the hand to the right or left of the screen.

Open or close doors, gates, and windows by clicking the hand on them. Click any open passageway to move through it.

Sometimes you can look at an object more closely by putting the hand on it and then clicking for a close-up view.

After you're done examining something, you can back away. Move the hand off the object to the right or left edge of the screen and click.

Where do I look?

A park favorite is the Werewolf village shops. Have a ghastly good time, but please don't litter. Trash cans are provided for your convenience throughout the park ... you never know what you might find in the garbage.

Meander through the HorrorLand museum. The paintings and art are worth keeping an eyeball on.

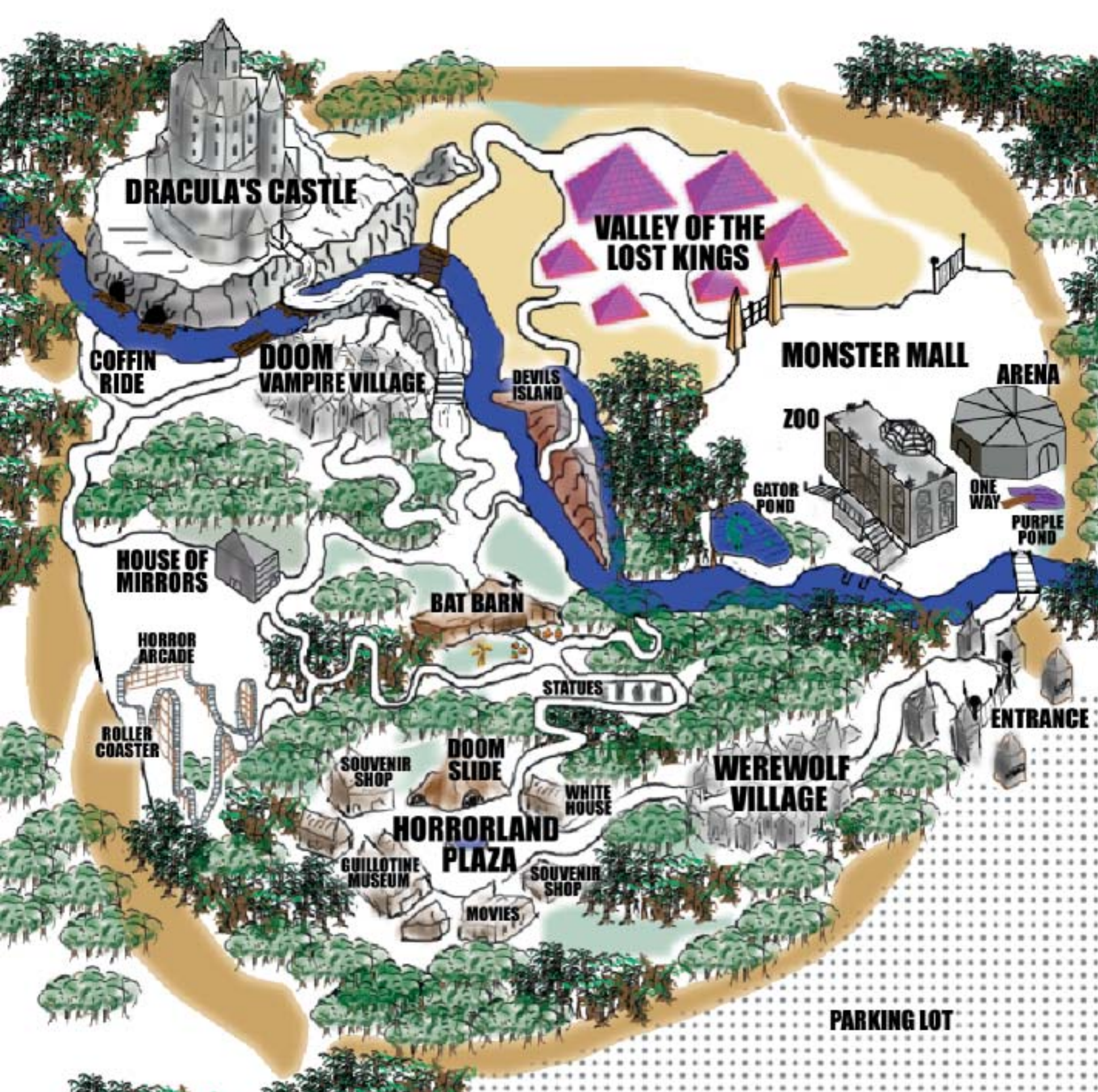
Who's there?

HorrorLand is filled with mysterious and uncanny surprises. It's up to you to find them.

Several of the Horrors that you'll see wandering around the park are more than willing to suggest their favorite spots.

Map of HorrorLand

If you feel lost, you can consult the map. It shows a complete bat's-eye view of the park. If you're lucky, you might find the map in the park. Careful investigation by clicking on signs and exhibits can prove helpful for the wandering undead.


DRACULA'S CASTLE
VALLEY OF THE LOST KINGS
COFFIN RIDE
DOOM VAMPIRE VILLAGE
DEVILS ISLAND
MONSTER MALL
ARENA
ZOO
GATOR POND
ONE WAY
PURPLE POND
HOUSE OF MIRRORS
BAT BARN
HORROR ARCADE
STATUES
ENTRANCE
ROLLER COASTER
SOUVENIR SHOP
DOOM SLIDE
WEREWOLF VILLAGE
WHITE HOUSE
HORRORLAND PLAZA
GUILLOTINE MUSEUM
SOUVENIR SHOP
MOVIES
PARKING LOT

Gathering objects

You can carry assorted dreadful memorabilia in your pouch.

To see your pouch, move the hand to the bottom of the screen.

You might see these objects in the park, and you can put them in your pouch in case you need to use them later.

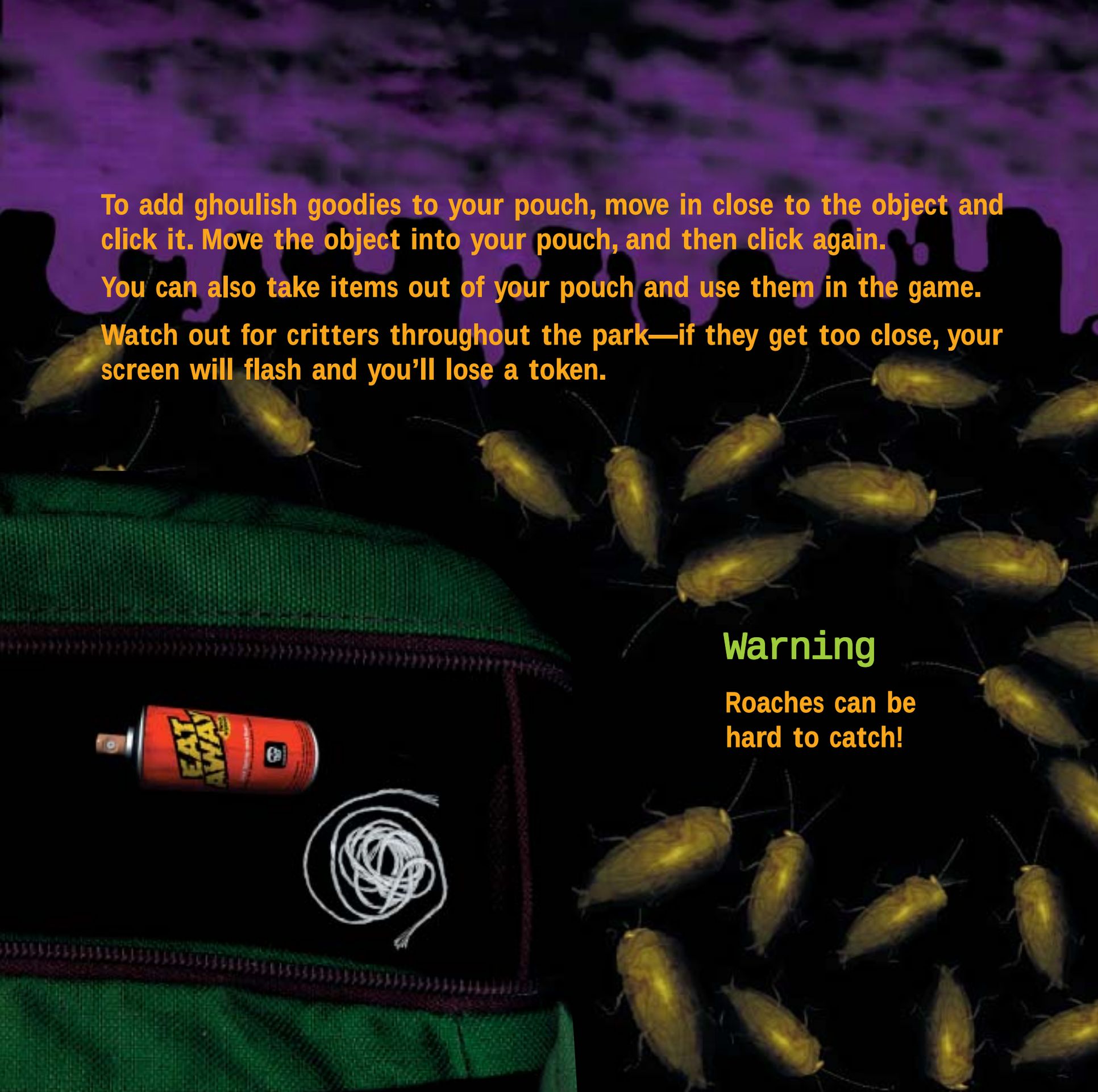
Tip

Be on the lookout for gold tokens. Click a token to pick it up. It will automatically appear in your pouch for you to use later.

To add ghoulish goodies to your pouch, move in close to the object and click it. Move the object into your pouch, and then click again.

You can also take items out of your pouch and use them in the game.

Watch out for critters throughout the park—if they get too close, your screen will flash and you'll lose a token.



Warning

Roaches can be hard to catch!

Tricks and treats

Tunnels

Tunnels are not for the amateur park visitor, but what gruesome game-playing you'll find there!

To travel quickly through tunnels, press the arrow keys or move the mouse in the direction you want to go. If you see a gate, look at the walls for a handle. Click the handle or press SPACEBAR to make a narrow escape. Tunnels are popular for token-gathering and dinner parties where you're the main course.

The Riddle Wall

Riddle, riddle on the wall

Cost? One token, that is all!

Once you find the Riddle Wall, examine it carefully and take time to think. What may appear to be a single hint could actually be more than one.

Starting a new game

Once you are in HorrorLand, you can start a new game.

1. Press the ESC or END key.
2. Click Restart.

If you press the ESC or END key to quit and then you change your mind, you can go back and play the same game by clicking Continue.

Saving a game

To continue a game later, you'll need to save it.

1. Press the ESC or END key.
2. Click Save Game.
3. Click a game slot.
4. Give the game a name you'll remember, like "Slimed" (10-character maximum), and then press ENTER.

   Note: Make sure you give your game a unique name so you don't save a new game over an old one.

Loading a saved game

Now you're ready for more HorrorLand fun, or maybe you want to try to complete a game your friend started earlier and saved.

To load a saved game:

1. Start *Escape from HorrorLand™*.
2. Press the ESC or END key.
3. Click Load Game.
4. Click the game you want to play.

The game will start where you last left it. Have a terribly, horribly frightful time!

What's my score ?

To see how you are doing, press the ESC or END key, and then click Score. The score screen shows the total number of trading cards and tokens that you have collected.

To achieve a perfect score you must collect all 10 of the trading cards and all 777 of the tokens.

Check out our Web site:

http://www.dreamworksgames.com

We can help!

We expect this game to work great for you. If you have trouble with the installation, graphics, or audio, look for tips in the Readme.txt on your *Escape from HorrorLand*™ disc.

If you still need help, call DreamWorks Interactive:
(206) 635-7134, Monday-Friday
8 A.M. - 6 P.M. and Saturday 9 A.M. - 3 P.M. Pacific time.

To see who participated in the making of *Escape from HorrorLand*™, press the ESC or END key, and then click Credits.

Get Goosebumps®

by R. L. Stine

Coming Soon from Scholastic Inc. . . .

Goosebumps #54: “Don’t Go to Sleep”
Goosebumps #16: “Secret Agent Grandma”
Goosebumps #11: “Let’s Get Invisible”

Also from Scholastic Inc.:

R. L. Stine Autobiography
“It Came From Ohio - My Life as a Writer”

Join the Goosebumps™ Fan Club

Your annual membership includes:

Official Newsletter A **Games** A **Glow-in-the-Dark Pen**
Zipper Tag A **Wallet** A **Folder** A **Notepad** A **And More!**

In the U.S. send a check for $8.95 plus $2.00 shipping and handling to:

Goosebumps Fan Club
Scholastic Inc., P.O. Box 7500
2931 East McCarty Street
Jefferson City, MO 65102

In Canada send a check for $13.95 plus $2.00 shipping and handling to:

Goosebumps Fan Club
Scholastic Canada
123 Newkirk Road
Richmond Hill, Ontario L4C3G5

Boy❑ Girl❑

I am enclosing my check or money order (no cash please) for $10.95 ($8.95 plus $2.00 shipping and handling) in the U.S. and $15.95 in Canada.

Name _____ Birthdate _____
First Last Mo/Day/Year

Address _____

City _____ State _____

Zip _____ Phone _____

GBDW1196

Please allow 6-8 weeks for shipment of fan club pack. Offer good while supplies last.
Fan club offer expires 9/30/97, good for one year from date of receipt of payment.
GOOSEBUMPS and associated designs and logos are trademarks of Parachute Press, Inc.

Goosebumps - Part no.92255
Outside Back Cover coming from
Butler Shine & Stern in California.

JoAnne Williams
Microsoft
(206)882-8080 x24268
a-joannw@microsoft.com